

SHADOWRUN

PERSONAL DATA

Alias	Oru ku Tantei (Ork detective)	Name	Nagisa Suzuka		
Metatype	Ork-Oni	Magic/Resonance	Mundane		
Sex	female	Height	2	Weight	130
Age	33	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	4.80

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	5	5	Minor Actions	1	3
Agility	6	6	Initiative	10	10 +2D6
Reaction	4	4	Initiative (Matrix VR)	7	7 +2D6
Strength	4	4	Initiative (Astral)	10	10 +2D6
Willpower	6	6	Defense	0	10
Logic	5	5	Composure	0	11
Intuition	5	5	Judge Intentions	0	11
Charisma	5	5	Memory	0	10
Edge	2	2	Lift / Carry	0	11

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Low-Light Vision
Analytical Mind
Indomitable
Quick Healer

NEGATIVE

Striking Skin Pigmentation
Addiction 1
Alcohol
Dependents 1
Son - Katsurō
Honorbound
Bushido

CONDITION MONITOR

Stun Healing: BOD + WIL = 11

-1 -1 -1 -2 -2 -2 -3 -3 -3

Drain resist: WIL (6) + ____

Physical Healing: BOD + BOD = 10

-1 -1 -1 -2 -2 -2 -3 -3 -3

Damage resist: BOD (5) + mod.(0) = 5

Dam. overfl. Healing: 10 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Untrained					Influence	CHA	6	11		Lang: English (Exp.)
Athletics	AGI	2	8		Outdoors	INT	0	4		Lang: Japanese (Native)
Close Combat	AGI	2	8		Perception	INT	5	10		Bushido
Con	CHA	0	4		Piloting	REA	1	5		Law Enforcement Techniques
Electronics	LOG	0	4		Stealth	AGI	1	7		Safehouses
Engineering	LOG	0	4							Seattle Gossip
Firearms	AGI	4	10							Seattle Law Enforcement
<i>Heavy Pistols</i>	AGI		12							

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	12	3P	12/12/12/-/-	SA/BF	15(c)
Defiance Super Shock	10	6S(e)	10/6/-/-/-	SS	4(m)
Melee weapon	Pool	Damage	Att.R.		
Katana	8	4P	15/-/-/-/-		
Defiance Super Shock (as Club)	8	6S(e)	10/-/-/-/-		
Unarmed	8	2S	9/-/-/-/-		

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR

DEFENSIVE RATING **8**

Armor	Rating	Social
Body	5	5
Armanté Suit/Dress	3	10
Defensive Pools against	Defensive Actions	
Attacks	10	Block (Minor) +2
Combat spells (Indirect)	11	Dodge (Minor) +2
Combat spells (Direct)	11	Hit the dirt (Minor) +2
Toxin Damage	11	Full Defense (Major) +6
Drain	0	Boosted Defense (Major) 0

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Datajack (Alphaware)	-	0.08	CRB 283
Image link (Alphaware)	-	0.08	CRB 275
Smartlink (Alphaware)	-	0.16	CRB 275
Soundlink (Alphaware)	-	0.08	CRB 286
Wired reflexes 1 (Alphaware)	-	0.8	CRB 287
Act. Essence (4.8) = 6 - Hole (0.0) - Sum augmentations (1.2)			

GEAR		
Name	Amount	Page
Alcohol	5	CRB 124
DocWagon Basic Contract (1 Year)	1	CRB 281
Earbuds, Rating 3 (2 Accessories)	1	CRB 275
Flashlight	1	CRB 279
Glasses, Rating 4 (3 Accessories)	1	CRB 274
Jammer (Area), Rating 6	1	CRB 270
Jazz	4	CRB 124
Medkit, Rating 6	1	CRB 281
Medkit supplies	5	CRB 281
Micro-transceiver	1	CRB 270
Respirator, Rating 6	1	CRB 280
Survival kit	1	CRB 280
White noise generator, Rating 6	1	CRB 270

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Flashing Domo	Fixer	3	4	0
Mason Honda	Seattle Police Captain	3	4	0
Digital Kistune	Decker	3	4	0
Brute Force	Bartender	2	3	0
Bunny	Stripper	2	2	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Mid-tier Condo	Middle	10000¥	2

SINS	
Name	Quality
Raye Orleans	6
Ayanami Kana	3
Oni Ahmya	2
Priss Romanova	2

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Erika Elite	2	2	1	-	-
<i>Browse, Edit, Signal Scrubber, Encryption, Decryption</i>					

CURRENCY	
Nuyen (¥):	4620

VEHICLES / DRONES											
Vehicles		Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Hyundai Shin-Hyung		Cars	3/5	12	25	200	1	7	1	1	3
Drones		Count									

COMBAT ACTIONS

Initiative (minor)		Initiative (major)		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
Multiple attacks	CRB42	Ready Weapon	CRB43	Avoid incoming	CRB41	Backseat Driver	DC177
Quick draw	CRB42	Reload Weapon	CRB44	Block	CRB41	Full Defense	CRB43
Reload Smartgun	CRB42			Dodge	CRB41		
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		

EDGE Boosts and Actions

1 EDGE		Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95
Shank (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96
Tactical Roll (I)	CRB 48	Protect the Principal (I)	FS 95	4 EDGE	
Taunt (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Threatening Edge (I)	FS 95	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Throat Strike (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tuck and Roll (I)	FS 96	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Tumble (I)	CRB 48	Weapon Flash (I)	FS 96	Riposte (I)	FS 95
Weapon Spread (I)	FS 96	3 EDGE		Throw Person (I)	FS 96
Wrest (I)	CRB 48	Cover Fire (I)	FS 93	5 EDGE	
2 EDGE		Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fake Out (I)	FS 93	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Fire from Cover (I)	CRB 47	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
Intimidating Presence (I)	FS 94	Playing Possum (I)	FS 94		

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender: Intuition + Reaction = 9

2. Distribute Edge

Compare Attack Rating vs. Defense Rating

For every 4 better, the party gets 1 Edge

Modify with situational edge

Max. 2 Edge per combat round

3. Roll Dice and Spend Edge

a) Choose either Pre- or Post Roll Edge actions

b) Roll dice

c) Check for glitches

d) Spend Edge

4. Soak Some Damage

Defend with Damage Resistance (5) to reduce the damage.

Last chance to use Edge

5. Bring the Pain

a) Apply damage to condition monitor

b) Apply secondary weapon effects

MARTIAL ARTS

Karate	FS 100
Kick Attack, Tameshiwari	

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
<input type="checkbox"/>		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
<input type="checkbox"/>		Autosoft Host	program.autosoft_host.short	HACK 57
<input type="checkbox"/>		Baby Monitor	Know OS without action	CRB 184
		Browse	1 Edge for Matrix Searches	CRB 184
<input type="checkbox"/>		Configurator	Swap deck config instead attributes	CRB 184
		Edit	Gain 1 Edge on Edit File Action	CRB 184
<input type="checkbox"/>		Emulator	program.emulator.short	HACK 57
		Encryption	+2 dice when Encrypt File Action	CRB 184
		Signal Scrubber	Reduce noise by 2	CRB 184
<input type="checkbox"/>		Toolbox	+1 to Data Processing	CRB 184
<input type="checkbox"/>		Virtual Machine	2 additional program slots; gain one additional damage	CRB 184
		Hackingprograms		
<input type="checkbox"/>		Armor	+2 to Defense Rating	CRB 184
<input type="checkbox"/>		Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
<input type="checkbox"/>		Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
<input type="checkbox"/>		Blackout	Cause Stun with matrix attack	CRB 184
<input type="checkbox"/>		Blaster-Charger	program.blaster-charger.short	HACK 57
<input type="checkbox"/>		Bomb Kit	program.bomb_kit.short	HACK 58
		Decryption	+2 dice on Crack File action	CRB 184
<input type="checkbox"/>		Defense Pods	program.defense_pods.short	HACK 58
<input type="checkbox"/>		Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
<input type="checkbox"/>		Directional Shield	program.directional_shield.short	HACK 58
<input type="checkbox"/>		Double Agent	program.double_agent.short	HACK 58
<input type="checkbox"/>		Drone Master	program.drone_master.short	HACK 58
<input type="checkbox"/>		Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
<input type="checkbox"/>		Fork	Hit 2 targets without splitting pool	CRB 184
<input type="checkbox"/>		Lockdown	Cause link lock on matrix damage	CRB 184
<input type="checkbox"/>		Overclock	Add 2 dice to matrix action	CRB 184
<input type="checkbox"/>		Quartermaster	program.quartermaster.short	HACK 59
<input type="checkbox"/>		Rocket Launcher	program.rocket_launcher.short	HACK 59
<input type="checkbox"/>		Secret Agent	program.secret_agent.short	HACK 59
<input type="checkbox"/>		Smoke Bomb	program.smoke_bomb.short	HACK 59
<input type="checkbox"/>		Special Agent	program.special_agent.short	HACK 59
<input type="checkbox"/>		Spin Doctor	program.spin_doctor.short	HACK 59
<input type="checkbox"/>		Spineshield	program.spineshield.short	HACK 59
<input type="checkbox"/>		Stealth	Gain 1 Edge on Hide action	CRB 185
<input type="checkbox"/>		Tapeworm	program.tapeworm.short	HACK 59
<input type="checkbox"/>		Trace	Gain 1 Edge on Trace Icon action	CRB 185
2		# of max. concurrent programs per device		
1 = Erika Elite 2 = unavailable <input type="checkbox"/> = not installed <input checked="" type="checkbox"/> = mark if activated				

	Direct physical control	Control device in AR	Control device in VR	Jumped in	Independent drone
Pilot/drive/crash	Piloting + Reaction		Piloting + Intuition	Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge	Maneuvering + Pilot
Ramming	Attack Rating	Piloting + Sensor			Maneuvering + Sensor
	Defense Rating	Piloting + Armor			Maneuvering + Armor
	Att Defense	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
Non-ramming	Attack Rating	As weapon			
	Defense Rating	Piloting + Armor			Maneuvering + Armor
	Att	Engineering + Logic		Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor
	Defense	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot
Matrix DR	Networked	Firewall + Data Processing			
	Not networked	Sensor * 2			
Initiative	Initiative		Initiative VR		Pilot * 2 + 4D6
Perception	Perception + Intuition				Clearsight + Sensor
Stealth	Stealth + Agility		Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot

RIGGER CONSOLE

Data Processing	Firewall
Device Rating	Slaved devices
Evade (Pil)	Cracking (Sens)
Perception (Sens)	Pilot (Pil)
Stealth (Pil)	
Act	Software
Description	Page

CONTROL RIGS

Regular Attribute	Jumped-In Attribute	
Body	⇒ Willpower	6
Strength	⇒ Charisma	5
Agility	⇒ Logic	5
Reaction	⇒ Intuition	5

EDGE ACTIONS

Minor Actions		Evade Pursuit I (4)	DC 179
Command Drone	CRB 41	In the Zone (4)	DC 178
Edge Actions (Cost)		Pickup (4)	DC 178
Smokescreen I (1)	DC 178	Redline (4)	DC 179
Bootleg Turn (2)	DC 178	Smokescreen IV (4)	DC 178
Drafting (2)	DC 179	Up the Ante II (4)	DC 179
Equalizer (2)	DC 179	Change Environment (5)	DC 178
Focus (2)	DC 179	Dead Stop (5)	DC 179
Greaser (2)	DC 178	Point Defense (5)	DC 178
Hit the Brakes! (2)	DC 179	Aimbot (6)	DC 177
Smokescreen II (2)	DC 178	Chicken (6)	DC 178
Tokyo Drift (2)	DC 179	Crossfire (6)	DC 177
Up the Ante I (2)	DC 179	The Exit (6)	DC 178
Smokescreen III (3)	DC 178	Up the Ante III (6)	DC 179
Subtle Pilot (3)	DC 179	Evade Pursuit II (7)	DC 179
The Rigger's Advantage (3)	DC 178	Boost	
Attack Run (4)	DC 177	Evasive Action	DC 177
Escape! (4)	DC 179		

(i) Illegal Actions

SIGNATURES MANEUVERS

GEAR					
Name	Amount	Page	Name	Amount	Page
Alcohol	5	CRB 124	Jammer (Area), Rating 6	1	CRB 270
DocWagon Basic Contract (1 Year)	1	CRB 281	Jazz	4	CRB 124
Earbuds, Rating 3	1	CRB 275	Medkit, Rating 6	1	CRB 281
<i>Audio enhancement</i>		CRB 276	Medkit supplies	5	CRB 281
<i>Select sound filter, Rating 2</i>		CRB 276	Micro-transceiver	1	CRB 270
Flashlight	1	CRB 279	Respirator, Rating 6	1	CRB 280
Glasses, Rating 4	1	CRB 274	Survival kit	1	CRB 280
<i>Vision enhancement</i>		CRB 275	White noise generator, Rating 6	1	CRB 270
<i>Flare compensation</i>		CRB 275			
<i>Vision magnification</i>		CRB 275			

Ranged weapons

ARES PREDATOR VI					
Damage	Attack Rating	Mode	Ammo		
3P	12/12/12/-/-	SA/BF	15(c)		
Accessory: Ammo Pouch (regular) (2x), Spare clip for variable ammunition system (2x), Spare clip (3x), Flashlight, Low-Light					
Modifications: Smartgun system (internal)					
WIFI: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Ares Predator VI	10/10/8/-/-	SS	12/12/12/-/-	3P	12
Vision magnification	-/-2/2/2	SA	10/10/10/-/-	4P	12
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	BF (wide)	10/10/10/-/-	4P	6
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (narrow)	8/8/8/-/-	5P	12

DEFIANCE SUPER SHOCK					
Damage	Attack Rating	Mode	Ammo		
6S(e)	10/6/-/-/-	SS	4(m)		
Accessory: Spare clip (2x), Defiance Super Shock (as Club)					
Modifications:					
WIFI: A successful hit informs you of the status of the target's basic health in terms of Condition Monitors (general statements, rather than exact number of boxes left).					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Defiance Super Shock	10/6/-/-/-	SS	10/6/-/-/-	6S(e)	10
Vision magnification	-/-2/2/2				


AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (Explosive)	10	CRB 262			
Heavy Pistol/SMG (10x) (Regular)	50	CRB 262			
Heavy Pistol/SMG (10x) (Stick-n-Shock)	25	CRB 262			

MELEE WEAPONS					
Name	Pool	Damage	Att.R.		
Katana	8	4P		15/-/-/-/-	
Modifications	Dikote				
Defiance Super Shock (as Club)	8	6S(e)		10/-/-/-/-	
Unarmed	8	2S		9/-/-/-/-	
	Pool	Damage	Att.R.		

ARMOR			
Armor	Rating	Social	
Body	5		
Armanté Suit/Dress	3	10	
Actioneer business clothes	2*	2	
Feedback Feature (0), Concealable ammo pouch (0)			
Armor clothing	2*	0	
Feedback Feature (0)			
Armorweave Cloak	1*	0	
Chemical Protection (4)			
Lined coat	3*	-2	
Chemical Protection (4), Water-Repellent Coating (0)			
Defensive rating	8		

*) Rating not included in defensive rating

HYUNDAI SHIN-HYUNG

Handling	Acc	Interval	Speed	Seat	
3/5	12	25	200	3	
Pil	Sens	Body	Arm	DR _{D/A/R/J}	
1	1	7	1	2/-/-/-	
Accessories/Notes			Skills		D A R J
Spoof Kit, Amenities (Middle)			Evade		5 1 - -
			Perception		10 1 - -
			Pilot		5 1 - -
			Stealth		- 1 - -
			Software		Rtg
Ramming	4P	AR 2	0 - -	D A R J	P 5 0 - -
No weapons mounted					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> -1 <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2 <input type="checkbox"/> -2 <input type="checkbox"/> -3 <input type="checkbox"/> -3 <input type="checkbox"/> -3 <input type="checkbox"/> -4					

Matrix Devices

COMMLINK

Model	Erika Elite				
Level	4	Data processing	2	Firewall	1
Programs (concurrent 2)					
Browse	Edit		Signal Scrubber		
Encryption	Decryption				
Accessory					
AR gloves, Satellite link, Subvocal microphone, Electronic paper					
Matrix status (10)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				

Contacts

CON: FLASHING DOMO

Alias	Type	Loy.	Infl.	Fav.
Flashing Domo	Fixer	3	4	0
Description				
The man that has helped Suzuka out a great deal, first getting her into the states and then getting her jobs.				

CON: MASON HONDA

Alias	Type	Loy.	Infl.	Fav.
Mason Honda	Seattle Police Captain	3	4	0
Description				
A former co-worker in Japana's Neo-Tokyo, now living the dream (nightmaer) of working law enforcement in Seattle.				

CON: DIGITAL KISTUNE

Alias	Type	Loy.	Infl.	Fav.
Digital Kistune	Decker	3	4	0
Description				
Woman that Suzuka relies on for Matrix information and information.				

CON: BRUTE FORCE

Alias	Type	Loy.	Infl.	Fav.
Brute Force	Bartender	2	3	0
Description				
Bartender at Dante's Inferno				

CON: BUNNY

Alias	Type	Loy.	Infl.	Fav.
Bunny	Stripper	2	2	0
Description				
Contact for locale gossip				

SINs

RAYE ORLEANS - QUALITY 6

The legit identity. Listed as a Private Investigator for business purposes.				
Licenses				
Concealed Carry License 6, Firearms License 6, Driver 6, Smartgun/Smartlink 6, Skilled Trade 6				

AYANAMI KANA - QUALITY 3

Licenses				
Concealed Carry License 3, Firearms License 3, Driver 3				

ONI AHMYA - QUALITY 2

Licenses				
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PRISS ROMANOVA - QUALITY 2

Licenses				
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Lifestyles

MID-TIER CONDO

Type	Middle	Cost	10000¥
Month	2	SIN	Raye Orleans
Options	keine		

KNOWLEDGE AND LANGUAGES

Knowledge skills		Languages	
Law Enforcement Techniques	Seattle Gossip	Japanese	
Seattle Law Enforcement	Safehouses	English	
	Bushido		

Notes

A former police officer in the city of Neo-Tokyo. She was a good police officer often over looked for promotion due to her male co-workers taking credit for her work.

The reason she left the force was because of Ikari Kaworu, a man who Oruku thought loved her. What he did not love was her goblinizing and fear that their child would grow up as a demon too. He decided to end that situation with two bullets to the belly and one to the head. Oruku protested by ripping his arm off (strangely satisfying).

Oruku goblinized in the year 2068, she was pregnant, but manage to keep it. Her son, Katsurō, is human. She still suffers from her pre-prejudice about metahumans, but she is learning to get over it.

Ikari has made it know to Oruku that he would very much like to do things to her that would make a ghoulish blush. So it was time for her and her son to leave and go into hiding. Perferred, in another part of the world. Everyone once and a while, Ikari puts feelers out there looking for them, but so far he has yet to locate them.

Edge Boost

Add 3 to your Initiative Score (CRB46)	
+3 to Initiative	
Reroll one die (CRB46)	
Reroll one die	
+1 to a single die roll (CRB46)	
+1 to a single die roll	
Double Down I (DC177)	
Add 1 wild die	
Give ally 1 Edge (CRB46)	
Give ally 1 Edge	
Negate 1 Edge of a foe (CRB46)	
Negate 1 Edge of a foe	
Buy one automatic hit (CRB47)	
Buy one automatic hit	
Heal one box of Stun damage (CRB47)	
Heal 1 Stun damage	
Add Edge to your dice pool (CRB47)	
+Edge to pool and explode	
Double Down II (DC177)	
Add 2 wild dice	
Heal 1 point of Physical damage (CRB47)	
Heal 1 Physical damage	
I Saw It in a Trid Once (FS96)	
Use unlearned martial arts technique	
Reroll all failed dice (CRB47)	
Reroll all failed dice	
Count 2s as glitches for the target (CRB47)	
2s are glitches for the target	
Create special effect (CRB47)	
Discuss with your GM	
Recover (FS96)	
Major Action to remove/reduce own status	
Double Down III (DC177)	
Add 3 wild dice	

Combat

Anticipation (CRB47)	
Double dice pool to split for attacks	
Blinding strike (FS92)	
Hits>AGI, target status Blind I	
Called Shot (Disarm) (CRB47)	
Attack does no damage, Disarms Opponent	
Called Shot (Vitals) (CRB47)	
Add 3 damage if attack hits	
Called Shot: Break Weapon (FS93)	
DV>Struct/2, reduce weapon AR	
Called Shot: Incapacitate (FS93)	
Hits>REA, target status Dazed	
Charge (FS93)	
Move 5m, convert hits to movement	
Cover Fire (FS93)	
BF produces +2 Cover, instead DV	

Entanglement (FS93)	
Melee: Hits>AGI, target status Hobbled	
Fake Out (FS93)	1
Lower target DR for next round	
Fire from Cover (CRB47)	1
Attack from cover /wo minor action	
Hamstring (FS93)	2
Hits>AGI, target status Hobbled	
Imposing Stone (FS94)	2
Hits>AGI, target stops, otherw. slowed	
Intimidating Presence (FS94)	2
Infl+STR/WIL+STR: Reduce target AR	
Karmic Escape (FS94)	2
Minor Act, Avoid status, but more damage	
Knockout Blow (CRB47)	3
Damage>WIL fill target stun cond. monitor	
Knuckle Breaker (FS94)	3
-4 dice pool, success disables limbs	
Leaf on the Wind (FS94)	4
Use hits to get cover while sprinting	
Pin (FS94)	4
Hits>DR, target Status Immobilized	
Playing Possum (FS94)	4
Infl. check, dice pool +net hits next attack	
Protect the Principal (FS95)	4
Ally only 1 Min.Act. away, take DMG instead	
Right Back At Ya! (FS95)	4
Knock grenade away, Athletics check (2)	
Riposte (FS95)	5
Melee: ptly. conv. rcvd. DV into target DMG	
Rolling Clouds (FS95)	5
Athletics slows down fall if environ. allows	
Rooted (FS95)	5
Athletics: BOD+Hits when avoid knockdown	
Shank (CRB48)	6
Called shot with only -2 penalty.	
Sucker Punch (FS95)	
Net Hits>WIL, inflict Fatigued status	
Tactical Roll (CRB48)	4
Ignore prone penalty for attacks for 2 rds	
Taunt (FS95)	4
Influence: Net Hits incr. ally's DR	
Threatening Edge (FS95)	5
Repl. own DR with weapon AR for encount.	
Throat Strike (FS96)	5
Melee: Net Hits>AGI, inflict Muted status	
Throw Person (FS96)	5
Melee to throw grappled opponent prone	
Thunder Palm (FS96)	5
Net Hits>WIL, inflict Deafened status	
Tuck and Roll (FS96)	4
When rcv. Prone status, move 1m away	
Tumble (CRB48)	3
If Damage > Body then target prone	

Weapon Flash (FS96)	3
Quick draw any melee weapon	2
Weapon Spread (FS96)	2
2xMelee: Close range=2m during encounter	1
Wrest (CRB48)	2
During melee, evtl. disarm opponent	1
Yielding Force (FS96)	3
Athletics as defense, NH>AGI opp. prone	3

Position

Freerunning (FS93)	2
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	2
+ 0.2 climb distance per hit	2
Matrix	2
Emergency Boost (CRB175)	4
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	3
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	3
Ignore noise penalty for next action	2
Technobabble (CRB175)	3
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	2
Next action does not increase OS	3

Social

Big Speech (CRB47)	4
Roll 2xInfluence, treat as teamwork check	4
Bring the Drama (CRB47)	2
Gain 200ny on a quick con, +20% on long	2

Driving

Aimbot (DC177)	1
If >=1 net hit, add sensor rat. hits	6
Attack Run (DC177)	2
Add rank piloting to gunnery test	4
Bootleg Turn (DC178)	1
Adjust range category by 1	2
Change Environment (DC178)	1
Choose Open, Restricted, Tight	5
Chicken (DC178)	1
Chase: Driver with lower net hits crashes	6
Crossfire (DC177)	1
Defense: Net hits damage on other vehicle	6
Dead Stop (DC179)	4
Opp. Outdoors:Chased target hits dead end	5
Drafting (DC179)	2
Move one category closer to chased target	2
Equalizer (DC179)	1
Ignore targets position advantage	2
Escape! (DC179)	1
Test: Escape all followers at extreme range	4

Driving			
Evade Pursuit I (DC179)			
Increase range to followers by 1	4		
Evade Pursuit II (DC179)			
Increase range to followers by 2	7		
Evasive Action (DC177)			
Add Pilot rank to veh. defense test	4		
Focus (DC179)			
Vehicle Handling -1 for one test	2		
Greaser (DC178)			
Oil slick: Target may not spend Edge	2		
Hit the Brakes! (DC179)			
All followers one category closer	2		
In the Zone (DC178)			
Ignore handling penalties for 1 test	4		
Pickup (DC178)			
Pickup target while driving	4		
Point Defense (DC178)			
Attack incoming missile w. ranged weapon	5		
Redline (DC179)			
+2 range categories for 4P dmg - or prevent	4		
		Smokescreen I (DC178)	
		Gain 1 level or Cover status	
		Smokescreen II (DC178)	
		Gain 2 level or Cover status	
		Smokescreen III (DC178)	
		Gain 3 level or Cover status	
		Smokescreen IV (DC178)	
		Gain 4 level or Cover status	
		Subtle Pilot (DC179)	
		+pilot rank on stealth test	
		The Exit (DC178)	
		When piloting, exit vehicle safely	
		The Rigger's Advantage (DC178)	
		Add control rig rating to hits	
		Tokyo Drift (DC179)	
		Chased: Drift action prevents opp. get closer	
		Up the Ante I (DC179)	
		Tight: Add 1 handling for everyone	
		Up the Ante II (DC179)	
		Tight: Add 2 handling for everyone	
		Up the Ante III (DC179)	
		Tight: Add 3 handling for everyone	
		Other	
		Assembled with Love and Bondo (DC170)	
		Mod last net hits hours, then broken	2
		Black Thumb (DC170)	
		Rush job on moving vehilce	2
		Change Environment (DC178)	
		Choose Open, Restricted, Tight	5
		Equalizer (DC179)	
		Ignore targets position advantage	2
		Escape! (DC179)	
		Test: Escape all followers at medium range	4
		Focus (DC179)	
		Athletics threshold-1 for one test	2
		Sudden Insight (CRB48)	
		No penalty for skill without rank	1
		Up the Ante I (DC179)	
		Tight: Add 1 threshold for everyone	2
		Up the Ante II (DC179)	
		Tight: Add 2 threshold for everyone	4
		Up the Ante III (DC179)	
		Tight: Add 3 threshold for everyone	6

Software

BASIC PROGRAMS

BROWSE

You did not provide a description yet.
(Key item.browse.desc)
see Core rules, p.184

EDIT

You did not provide a description yet.
(Key item.edit.desc)
see Core rules, p.184

SIGNAL SCRUBBER

You did not provide a description yet.
(Key item.signal_scrubber.desc)
see Core rules, p.184

ENCRYPTION

You did not provide a description yet.
(Key item.encryption.desc)
see Core rules, p.184

HACKINGPROGRAMS

DECRYPTION

You did not provide a description yet.
(Key item.decryption.desc)
see Core rules, p.184

Qualities

POSITIVE

LOW-LIGHT VISION

You did not provide a description yet.
(Key quality.low-light_vision.desc)
see Core rules, p.72

ANALYTICAL MIND

You did not provide a description yet.
(Key quality.analytical_mind.desc)
see Core rules, p.70

INDOMITABLE

You did not provide a description yet.
(Key quality.indomitable.desc)
see Core rules, p.72

QUICK HEALER

You did not provide a description yet.
(Key quality.quick_healer.desc)
see Core rules, p.73

NEGATIVE

STRIKING SKIN PIGMENTATION

You did not provide a description yet.
(Key quality.striking_skin_pigmentation.desc)
see Sixth World Companion, p.128

ADDICTION: ALCOHAL

You did not provide a description yet.
(Key quality.addiction.desc)
see Core rules, p.74

DEPENDENTS: SON - KATSURŌ

You did not provide a description yet.
(Key quality.dependents.desc)
see Core rules, p.75

HONORBOUND: BUSHIDIO

You did not provide a description yet.
(Key quality.honorbound.desc)
see Core rules, p.76

Augmentation

CYBERWARE

DATAJACK

You did not provide a description yet.
(Key item.datajack.desc)
see Core rules, p.283

IMAGE LINK

You did not provide a description yet.
(Key item.image_link.desc)
see Core rules, p.275

SMARTLINK

You did not provide a description yet.
(Key item.smartlink.desc)
see Core rules, p.275

SOUNDLINK

You did not provide a description yet.
(Key item.soundlink.desc)
see Core rules, p.286

WIRED REFLEXES 1

You did not provide a description yet.
(Key item.wired_reflexes1.desc)
see Core rules, p.287

Martial arts techniques

KICK ATTACK

Type: Striking

You did not provide a description yet.
(Key technique.kick_attack.desc)
see Firing Squad, p.104

TAMESHIWARI

Type: Striking

You did not provide a description yet.
(Key technique.tameshiwari.desc)
see Firing Squad, p.105

